**TFS 1. Input**

The input in general should changeable, it depends on the person that is going to use the device . For different type of inputs it should give the same signal to the control unit(for example the input can be buttons ,a joystick , a camera or it can be sensors). Keeping that in mind for selecting the input. It can be:

**Buttons/Switches:**

-It can be a Button. This requires the help from the software. For example a keyboard, there has to be a way of moving from key to key and the button should be the selection.

-It can be a combination of Buttons. This way more complex things can be operated by the user. The help from for the software is much less needed.

There are a lot types of buttons/switches that can be used. Link:

<https://docs.google.com/spreadsheets/d/1ZvIIkGd06QHr9OYzwCT2-BUQOSj6Ud6AHfjPr6JeUGU/edit?usp=sharing>

**Sensors:**

The type of sensors that can be used are:

-Optical. It can be a camera that can detect movement. It can be eye movement, face gestures, head movement or body movement.

-Tilt. The user can just move his head to operate the system.

-...

An interesting idea is this : <https://www.youtube.com/watch?v=ikD_3Vemkf0>

**Joystick:**

Instead of a mouse(or something else with the help of the software) the user will use a joystick. It can be combined with buttons for clicking or selecting.

Some other input ways can be found here:

<https://docs.google.com/document/d/1bNMofBS1oewYr8HfNjX6Wp-dU_9WeOqa6330RUK6RvI/edit?usp=sharing>

Specs about the way the signal is going through the channel.

The trigger from the input must be altered so it can much the channel that is going to be transmitted to the control unit. That means it must support the way the control unit receives the signals ( for example via bluetooth, cable, internet).